

# SOLO TOWER HACK

*This print-and-play game is a variation of the original 'Solo Dungeon Bash' by BookRanger.co.uk – parts of these rules reproduced with permission.*

This game is essentially a single person "dungeon crawl". All you need are these rules, a pencil and two six sided dice (2D6). An eraser would also be handy.

The objective is to move from the Start room up through the levels of the Tower and into the End room where the BBEG\* lives and, finally, to defeat it. Failure to defeat the BBEG means failure in your mission.

Each turn you move a single room and roll a D6 to determine the room's contents. Some rooms will work in your favour, others will contain wandering monsters.

You have the ability to withstand up to 20 points of Damage. If, at any time, you reach this level of Damage then your quest is over.

## GAME SETUP

To begin a new game you first need to generate the Tower layout. There are six columns in the Tower grid, consider them numbered 1 to 6 across. Starting at Level 1 roll 2D6 to determine where the stairs to Level 2 are and draw vertical lines to mark those places. For example, if you rolled a 3 and a 5, you would draw a lines in the third and fifth rooms along, linking the first and second levels (see figure 1). Continue this process upwards through the Tower, linking 2-3, 3-4, through to 9-10.

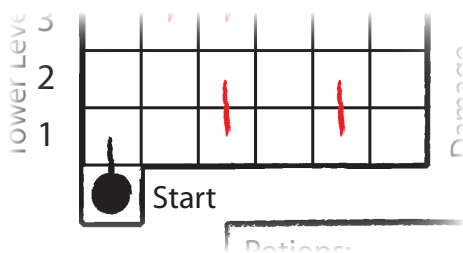


figure 1: Example – a roll of 3 & 5 on 2D6 sets the position of the stairs between these two Levels. You may wish to linger longer on the lower levels!

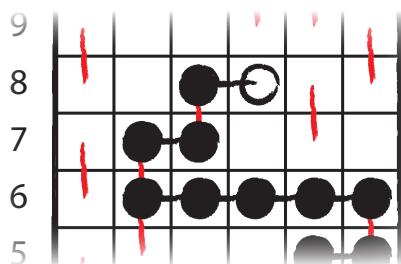


figure 2: Example of a game that has progressed to Level 8.

## TURN SEQUENCE

1. Move in to the next room in your path through the Tower.
2. Roll 1D6 to determine the room's contents.
3. If you are rewarded with experience, add this to the XP grid.
4. If the room contains Potion, add it to your Potion count.
5. If the room contains a Monster, fight to the Death.
6. Drink any or all Potions you've collected if you need to.

### 1. Move to next square

Your path through the Tower will be determined by the locations of the stairs generated in *Game Setup*. You may choose to head to whichever set of stairs is most advantageous to you. Each turn you move in to the next adjacent room, marking that spot on the map with a dot and linking it to the last room with a line. You may only move up through the levels via the stairs, and you may not re-visit a room. See figure 2 for an example of a game in progress.

### 2. Determine room contents

Each room is on a "Level". When you enter a room roll a die and consult the appropriate Level table to determine its contents.

### 3. Room rewards experience

Some rooms will reward you with experience(XP). For every 3 XP gained, you get a +1 modifier to your fighting ability (see *Fighting*).

### 4. Room contains Potion

If the room contains a Health Potion, you may add 1 to your Potion count.

### 5. Room contains a Monster

There is a Monster so you must fight for your life (see *Fighting*).

### 6. Drink any or all Potions

You may use 1 or more Potions that you have collected. For each Potion you drink, reduce both your Potion count and your Damage count by 1.

\*BBEG: Big Bad Evil Guy

## FIGHTING

When you meet a Monster in a room you must immediately fight it until either you or the Monster are dead. Each Monster only has one hit point, so a single unblocked hit will kill it. However, you can withstand up to 20 hit points of Damage, so it will take a few monsters to wear you down.

Repeat the following steps to resolve combat:

1. Roll 1D6 each for you and the Monster and add any modifiers.
2. The highest scoring party strikes a blow, and the loser incurs one point of Damage.
3. If the Monster is hit, then it is dead. Gain 1 XP for your victory.
4. If you are hit, mark off one square in the Damage grid (see figure 3). If you fill in all 20, you are dead. Otherwise rinse and repeat.

## EXPERIENCE

Some rooms will reward you with experience points (XP). You also gain 1 XP for each Monster that you defeat. For every 3 XP gained you get a +1 modifier to your fighting ability, up to a maximum of 10. Mark each XP on the XP / Strength Bonus grid (see figure 4).

Many thanks to boardgamegeek.com users FNH1 for 'Solo Dungeon Bash' and ShaunGamer for his rules tweaks and testing.

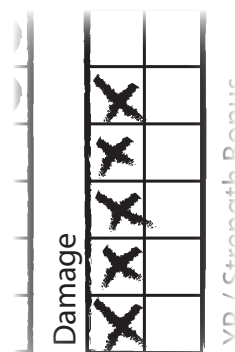


figure 3: Example – this player has 5 points of Damage.

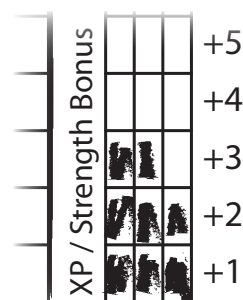


figure 4: Example – this player has gained 8 XP so far, and thus can add +2 to a combat roll (ie 1D6+2).

### Level 1

1 - 3	Orc – 1D6
4	Potion
5	Empty
6	1 XP

### Level 2

1-3	Orc – 1D6
4	Wolf – 1D6+1
5	Empty
6	1 XP

### Level 3

1	Orc – 1D6
2	Wolf – 1D6+1
3	Skeleton – 1D6+2
4	Potion
5	Empty
6	1 XP

### Level 4

1	Orc – 1D6
2	Wolf – 1D6+1
3	Skeleton – 1D6+2
4	Evil Warrior – 1D6+3
5	Empty
6	1 XP

### Level 5

1	Wolf – 1D6+1
2	Skeleton – 1D6+2
3	Evil Warrior – 1D6+3
4	Devil Bat – 1D6+4
5	Empty
6	1 XP

### Level 6

1	Skeleton – 1D6+2
2	Evil Warrior – 1D6+3
3	Devil Bat – 1D6+4
4	Cyclops – 1D6+5
5	Potion
6	1 XP

### Level 7

1	Evil Warrior – 1D6+3
2	Devil Bat – 1D6+4
3	Cyclops – 1D6+5
4	Dark Elf – 1D6+6
5	Empty
6	1 XP

### Level 8

1	Devil Bat – 1D6+4
2	Cyclops – 1D6+5
3	Dark Elf – 1D6+6
4	Skeleton Lord – 1D6+7
5	Empty
6	1 XP

### Level 9

1	Cyclops – 1D6+5
2	Dark Elf – 1D6+6
3	Skeleton Lord – 1D6+7
4	Wizard – 1D6+8
5	Potion
6	1 XP

### Level 10

1	Dark Elf – 1D6+6
2	Skeleton Lord – 1D6+7
3	Wizard – 1D6+8
4	Demon – 1D6+9
5	Empty
6	1 XP

### End

1 - 6	BBEG – 1D6+10
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